

Sprint 5 Report

Sprint duration: 5 – 11 March 2025

Individual Developer Report

Developer	Individual Report
Abhinav Jha	<ul style="list-style-type: none">- Worked on classes: Unit.java; GameState.java, TileClicked.java, CardClicked.java, AICommands.java, EndTurnClicked- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 30 – Unit Ability: Provoke (for units with this ability)- Pending user stories and resolution plan: No- Completed user stories that are not planned in this sprint: No- Fixed bugs and Refactoring:<ul style="list-style-type: none">o Refactored AICommands.java and Unit.javao Fixed moveAndAttack logic in Unit.javao Added Game Over notification for all events.o Prevented cards usage for AI if mana balance is not enougho Reset hasMoved and hasAttacked for all the units when their turn endso Added / Fixed unit animations
He Sun	<ul style="list-style-type: none">- Worked on classes: Unit.java; AICommands.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 29 – Unit Ability: Rush - ability to move and attack on the summoned turn.o 45 – AI Move (not compulsory in each turn)o 46 – AI Attack (not compulsory in each turn)- Pending user stories and resolution plan: AI's move and attack use the methods in Unit.java. At first, we designed ai's move and attack to make different judgments and responses according to different situations, but many countermeasures conflicted with each other. In the end, we simplified ai's move and attack logic and only made good responses to the abilities of some special pieces.- Completed user stories that are not planned in this sprint: No
Paul Smith	<ul style="list-style-type: none">- Worked on classes: GameState.java, Unit.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 8 – Unit Ability: Opening Gambit effectso 28 – Unit Ability: Zeal- Pending user stories and resolution plan: 8 – Unit Ability: Opening Gambit effects. Ability information in .json files contradicted Card Descriptions document. This required clarification from Teaching Assistants.- Completed user stories that are not planned in this sprint: 28 – Unit Ability: Zeal
Qirui Guo	<ul style="list-style-type: none">- Worked on classes: GameState.java- Completed user stories as planned in this sprint:<ul style="list-style-type: none">o 29 – Unit Ability: Rusho 54 – Units cannot attack and move in the first turn

	<ul style="list-style-type: none"> - Pending user stories and resolution plan: 54 – Units cannot attack and move in the first turn. Create a Hash set to store the units that were just summoned and constraint them in the first turn. - Completed user stories that are not planned in this sprint: No
Phuong Uyen Tran	<ul style="list-style-type: none"> - Worked on classes: GameState.java, Card.java, TileClicked.java - Completed user stories as planned in this sprint: <ul style="list-style-type: none"> o 51 – Horn of the forsaken spell o 52 – Wraithling swarm spell - Pending user stories and resolution plan: No - Completed user stories that are not planned in this sprint: No

Sprint 5 Review

US Name	SP	Priority	Developer	Status	Remark
Unit Ability: Zeal	3	Could have	Paul	Completed	
Unit Ability: Rush - ability to move and attack on the summoned turn.	3	Could have	Qirui	Completed	
Unit Ability: Provoke	3	Could have	Abhinav	Completed	
Opening Gambit effects (summoning effects)	2	Could have	Paul	Completed	
AI move (not compulsory in each turn)	2	Could have	He Sun	Completed	Newly added
AI attack (not compulsory in each turn)	2	Could have	He Sun	Completed	Newly added
AI turn logic (which action to take in its turn: move/attack/use spell/ card)	4	Could have	Multiple developers	Completed	Newly added
Horn of the forsaken	1	Could have	Uyen	Completed	Newly added
Wraithling swarm	1	Could have	Uyen	Completed	Newly added
Winning condition: if cardDeck and cardsOnHand are empty, you lose	1	Could have	Paul	Completed	Newly added
Unit should not move and attack on the turn they are summoned.	2	Could have	Qirui	Completed	Newly added

Estimated SPs= 24, Actual SPs= 24

Iteration Hit Rate = $24/24 = 100\%$

Sprint 5 Conclusion:

Sprint 5 was completed as planned, and we are ready to conclude the project.